Part 1

My website is an interactive coffee-making tutorial for three popular coffee drinks: americano, latte, and espresso. In the beginning, there is a gallery with the three options users can pick from. Once they make a selection, they will be prompted to click on the components to make the coffee drink. This step-by-step, interactive tutorial will engage and inform users, especially those unfamiliar with how some of the most popular espresso-based drinks are typically made, and what ingredients go into them. Clickable ingredients, excluding the coffee cup, will animate when hovered over.

Screens to try: Desktop (width at least 1200px), mobile phone (width ~828px)

Part 2

- On the homepage ("Gallery"), the user can click on any of the three drinks, which will grow slightly bigger when hovering, to begin "making" them
- For each new ingredient to be added, the user will click on them, eg. the milk bottle, the espresso shot, to pour them into the coffee cup
- Clicking "Next" takes the user to the next step
- At each step, the user always has the option of going back to the homepage by clicking "Back to Home"
- Hovering over clickable ingredients will cause them to be animated, excluding the coffee cup
- Adding (clicking on or tapping) cream to the cappuccino will cause the cream to be added via animation

Part 3

Anime JS

- Enables various kinds of animations, using CSS selectors or DOM elements as targets.
- I used it to animate the header text on my homepage, and to animate the hover state of gallery images. I also used it to animate clickable ingredients throughout the tutorials, using hover and translate features.
- It adds an element of interactivity to the site, and provides confirmation to users. For example, when they hover over an element that gets slightly enlarged as indication that the element is clickable.

Part 4

I adjusted the colors a little for better contrast and visibility, such as making the background darker to make the lighter-colored elements stand out more. I also incorporated some animations in later versions, such as with text and clickable ingredient images. I was initially going to animate SVG files by manipulating their coordinates, but realized this was far too complicated. I also later realized that I should leave explicit hints to the user where to click to move onto the next step, and so added "Click here" messages to nudge them. I also realized early on that it would be beneficial to add a 'Home' button at each page, for easier navigation.

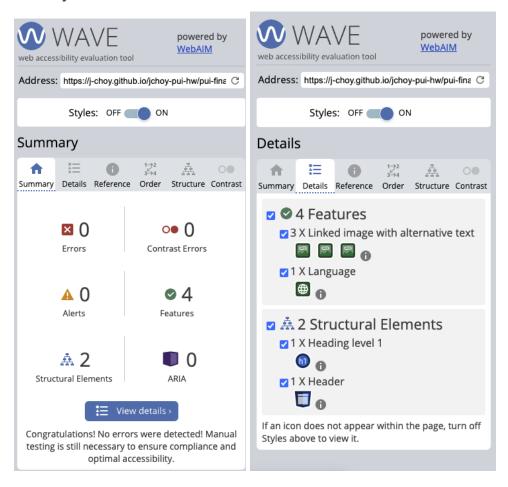
Part 5

I initially wanted to animate custom-made SVG paths, but realized it was far too complicated for the scope and timeframe of this project. Positioning them to desired locations and implementing animations within a viewbox was also difficult, so I had to reconsider how I wanted to embed visual assets.

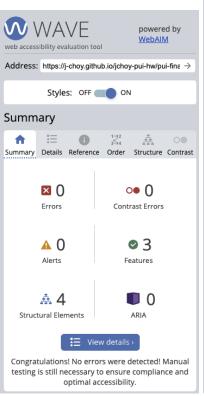
Appendix

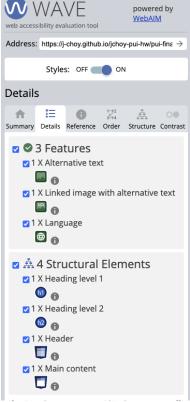
WAVE Accessibility Results

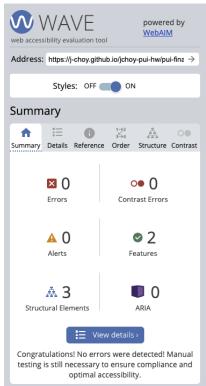
Gallery



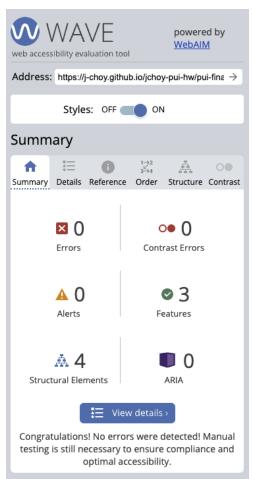
Latte

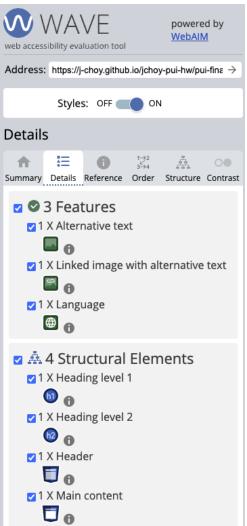


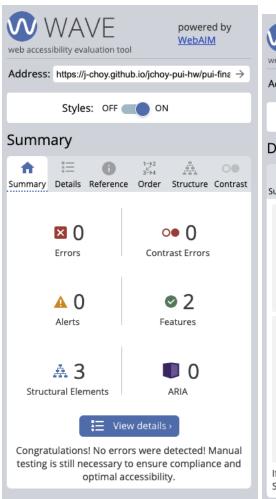




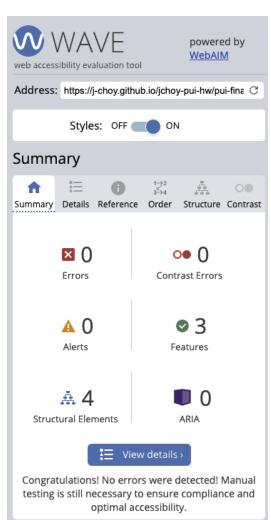


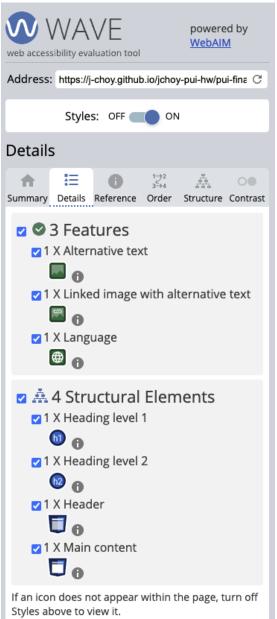




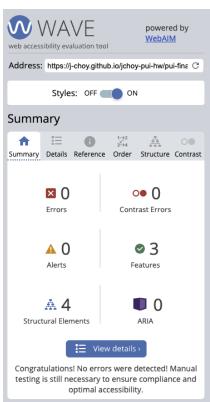


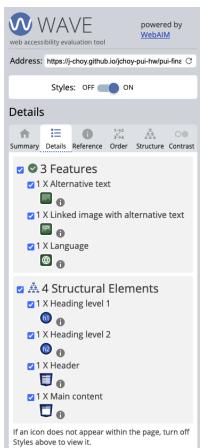






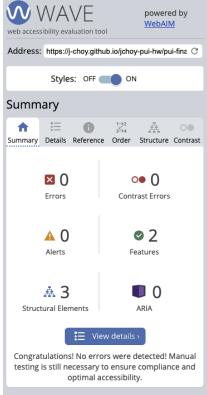
Americano













Cappuccino

